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Maxiwell Luo

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| Education | University of Illinois at Urbana-Champaign Bachelor of Science, Computer Science + Master of Computer Science GPA: 3.67/4.0 | Urbana-Champaign, IL Graduation: May 2021 |
| | Hinsdale Central High School Valedictorian GPA: 5.93/5.0 | Hinsdale, IL August 2013 – May 2017 |
| Relevant Courses | Applied Cryptography (IP); Advanced Computer Security (IP); ML for Sys, Networks, & Security (IP); Machine Learning; Computer Security II; Applied Parallel Programming; Interactive Computer Graphics; Programming Languages and Compilers; Algorithms; Top Down Video Game Design; Game Dev Process; Communication Networks; Computer Security I; Algorithms & Models of Computation; UI Design; Probability and Statistics; System Programming; Applied Linear Algebra; Numerical Methods I; Computer Architecture; Data Structures | |
| Work Experience | 8i, Software Engineering Intern — Developed features for an internal MPEG-DASH player to support the company's proprietary mesh, video, and audio codec including seek, caching, and adaptive bitrate selection | Chicago, IL May 2020 – August 2020 |
| | Eagle Seven, Software Development Intern — Wrote software to calculate network performance metrics of high-frequency trade engines — Improved the automation, comparison, and real-time tracking capabilities of the performance testing framework through InfluxDB and Grafana to drive future development | Chicago, IL May 2019 – August 2019 |
| | Fermilab, Application Development and Systems Analyst Designed and developed a modern web application in Angular to interface with an instrument calibration database | Batavia, IL May 2018 – August 2018 |
| | Fermilab, Software Intern Using C, implemented and analyzed the effectiveness of data compression algorithms for use in data collection during experiments | Batavia, IL June 2016 – July 2016 |
| Projects | HackIllinois Cooperated in a team to implement a desktop drawing/messaging application modeled on the DS software PictoChat in Python | Urbana-Champaign, IL February 2018 |
| | neuralMario Implemented a NEAT algorithm to create an AI that could play Super Mario World | Hinsdale, IL May 2017 |
| Activities | CS 225 Data Structures, Teaching Assistant Lead discussions with students to foster educational dialogue concerning the use of data structures in computer science | Urbana-Champaign, IL August 2020 – Present |
| | UIUC SigPWNy — Collaborated with peers to teach one another computer security topics and techniques to exploit security vulnerabilities — Competed in in-house and national CTF competitions | Urbana-Champaign, IL 2017 – Present |
| | Robotics Team Designed and built robots to compete in the FIRST Robotics Competition on team DevilStorm Robotics | Hinsdale, IL 2013 – 2017 |
| Skills | Proficient in C/C++, Java, Python | |
| | Intermediate knowledge of Verilog, HTML/CSS, Javascript (Angular), InfluxDB, Grafana, Unity, Unreal Engine, WebGL, Chinese | |
| | Basic skills with Rust, OCaml, x86 Assembly, Japanese | |